

The Design Process of an Interactive Seat for Improving Workplace Productivity

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Abstract : Creative industries workers are becoming more prominent as countries move towards intellectual-based economies. Consequently, the nature and essence of the workplace needs to be reconfigured so that creativity and productivity can be better promoted at these spaces. Using a multidisciplinary approach and a user-centered methodology, combining product design, electronic engineering, software and human-computer interaction, we have designed and developed a new seat that uses embedded sensors and actuators to increase the overall well-being of its users, their productivity and their creativity. Our contribution focuses on the parameters that most affect the user's work on these kinds of spaces, which are, according to our study, noise and temperature. We describe the design process for a new interactive seat targeted at improving workspace productivity.

Keywords : human-computer interaction, usability, user interface, creativity, ergonomics

Conference Title : ICCSDTP 2017 : International Conference on Computer Systems Design and Technological Perspectives

Conference Location : Barcelona, Spain

Conference Dates : November 02-03, 2017